ALL-OUT ACTION WITH THE SEGA SUPERSTARS!

Sonic the comic

No. 18 February 4th 1994

Britain's OFFICIAL SEGA COMIC

£1.10 Every Fortnight

starring SONIC THE HEDGEHOG

PROWER POWER!

NEW TAILS STORY STARTS INSIDE!

EP SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Look out! The Champions are coming! That's right, Sega's sizzling new street-fightin' game, **Eternal Champions**, on sale right about now, is also heading straight for the pages of STC as a brand-new comic strip starting next issue!

For the first (and not last) time STC has worked closely with Sega during the development of **Eternal Champions** to make sure the E.C. comic series is as faithful as possible to the game. So, again, for the first (and not last) time you can buy a new Sega game and read the STC comic strip and the same time!

In fact, E.C. The Comic Series is just the start of STC's coverage of the Champs. Coming soon the **Eternal Champions Special** - 48 pages of comics strips, features, facts and tips exclusively about Sega's newest superstars! You can't afford to miss it. Stay tuned for more details.

Also next issue, the welcome return of one of STC's original superstars - ninja master Joe Musashi - in a brand-new series of **Shinobi**. This time the action moves to Tokyo as Joe enters the heart of the evil Neo Zeed organisation.

Two new series sadly mean we have to say farewell to two old ones. **Ecco** comes to the end of the first part of his story this issue and the latest **Legend of the Golden Axe** comes to a close. Fear not, both will be back with new stories before you know it.

Speaking of new stories, our newest superstar, Miles 'Tails' Prower, kicks off a new adventure inside. How will the 'Hero of Mobius' get out of this one? Only STC will tell.

Sadly there's no room to tell you about the next **Sonic The Poster Mag**, due out next month. Oh well, a good reason for you to come back here in two weeks' time to hear even more exciting news!

Megadroid

S.T.C. NEWS

NEW SERIES: PREPARE TO ACTIVATE

ETERNAL CHAMPIONS

From Earth's past, present and future they came - the greatest martial arts masters history has known. Shadow, Larcen, Jetta, RAX, Midknight, Trident, Blade, Slash and Xavier. Once they fought each other to become the Eternal Champion . . . now they are **The Eternal Champions** - a team of unimagineable power, ready to battle evil through time itself. Prepare to enter the next level of excitement in STC 19.

SHINOBI

Joe Musashi is The Shinobi (the 'disguised one'). Ninja master and lone fighter, he still desperately searches for the woman he loves, held captive by the evil Neo Zeed organisation. Join **Shinobi** in 'The Art of War', the following chapter in his startling story, starting next issue.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | mover | new entry | re-entry

MEGA DRIVE

1	NEW	FIFA INTERNATIONAL SOCCER
2	—	ALADDIN
3	NEW	SONIC SPINBALL
4	▼	STREETFIGHTER 2 CHAMP ED.
5	NEW	SENSIBLE SOCCER
6	▼	MORTAL KOMBAT
7	▼	F1
8	▲	JUNGLE STRIKE
9	▼	MICRO MACHINES
10	▼	SONIC THE HEDGEHOG 2

MEGA CD

1	NEW	SONIC CD
2	NEW	THUNDERHAWK
3	NEW	LETHAL ENFORCERS
4	NEW	SILPHEED
5	▼	NIGHT TRAP
6	▼	FINAL FIGHT
7	▼	SEWER SHARK
8	▼	ECCO THE DOLPHIN
9	▲	SHERLOCK HOLMES
10	RE	ROAD AVENGER

MASTER SYSTEM

1	NEW	SONIC CHAOS
2	NEW	JUNGLE BOOK
3	▼	MORTAL KOMBAT
4	NEW	JURASSIC PARK
5	▼	TAZ-MANIA
6	RE	OLYMPIC GOLD
7	NEW	F1
8	▼	MICKEY MOUSE 2
9	▼	LEMMINGS
10	—	OUTRUN EUROPA

GAME GEAR

1	NEW	SONIC CHAOS
2	▼	MORTAL KOMBAT
3	NEW	JUNGLE BOOK
4	▼	ECCO THE DOLPHIN
5	—	JURASSIC PARK
6	▼	SONIC THE HEDGEHOG 2
7	NEW	COOL SPOT
8	▼	LEMMINGS
9	▼	MICKEY MOUSE 2
10	▼	TALESPIN/DONALD DUCK

PENGUIN ELSPA CHARTS GALLUP

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Sonic THE HEDGEHOG

CASINO NIGHT PART 1

FEATURING THOSE AMAZING ELECTRICIANS THE MARXIO BRO'S...

GROUCHIO!

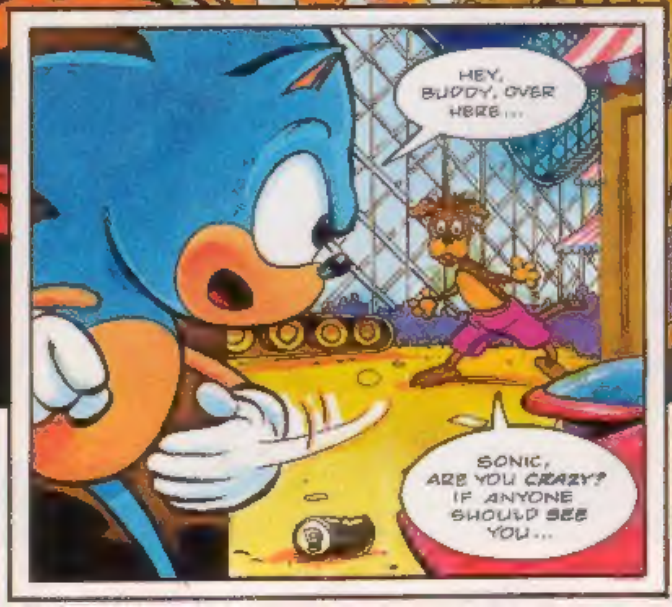
CHICIO!

HARPIO!

HOUSE OF FUN

EVERY ZONE ON PLANET MOBIUS SHOWS THE EVIL MARK OF ITS CONQUEROR, DOCTOR ROBOTNIK.

CASINO NIGHT ZONE, MORE THAN MOST...



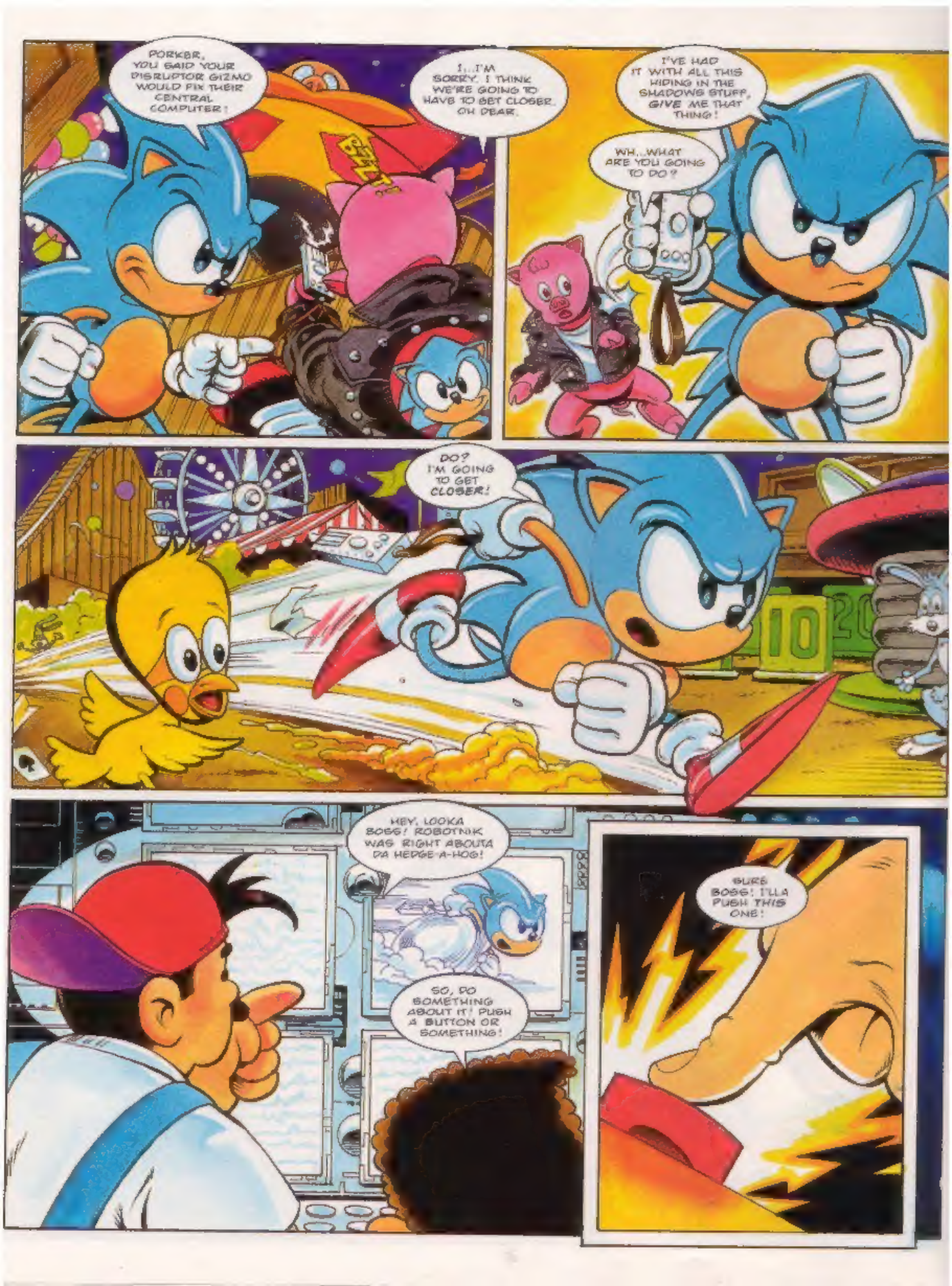
BUT HOW?

THE STATUE! THE COMPUTER THAT CONTROLS THIS PLACE IS IN THE HEAD!

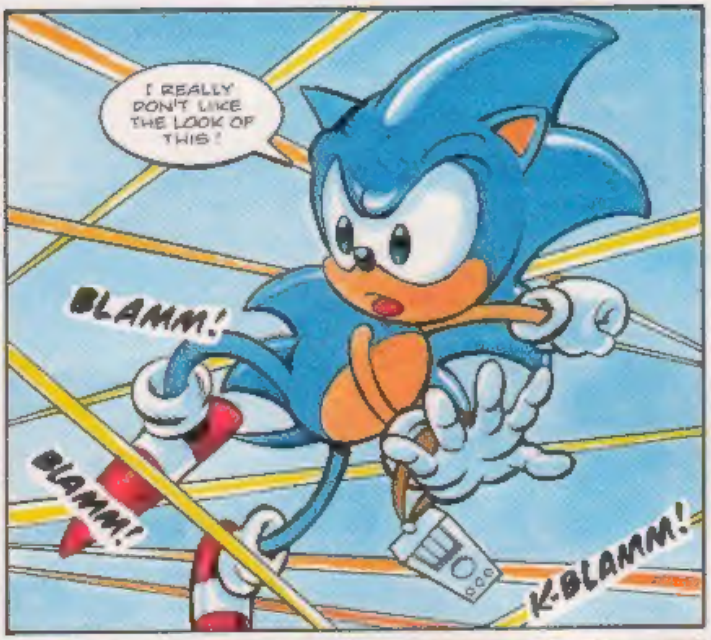
AND ITS EYES ARE CONSTANTLY SHOOTING OUT HYPNOTISING BEAMS!

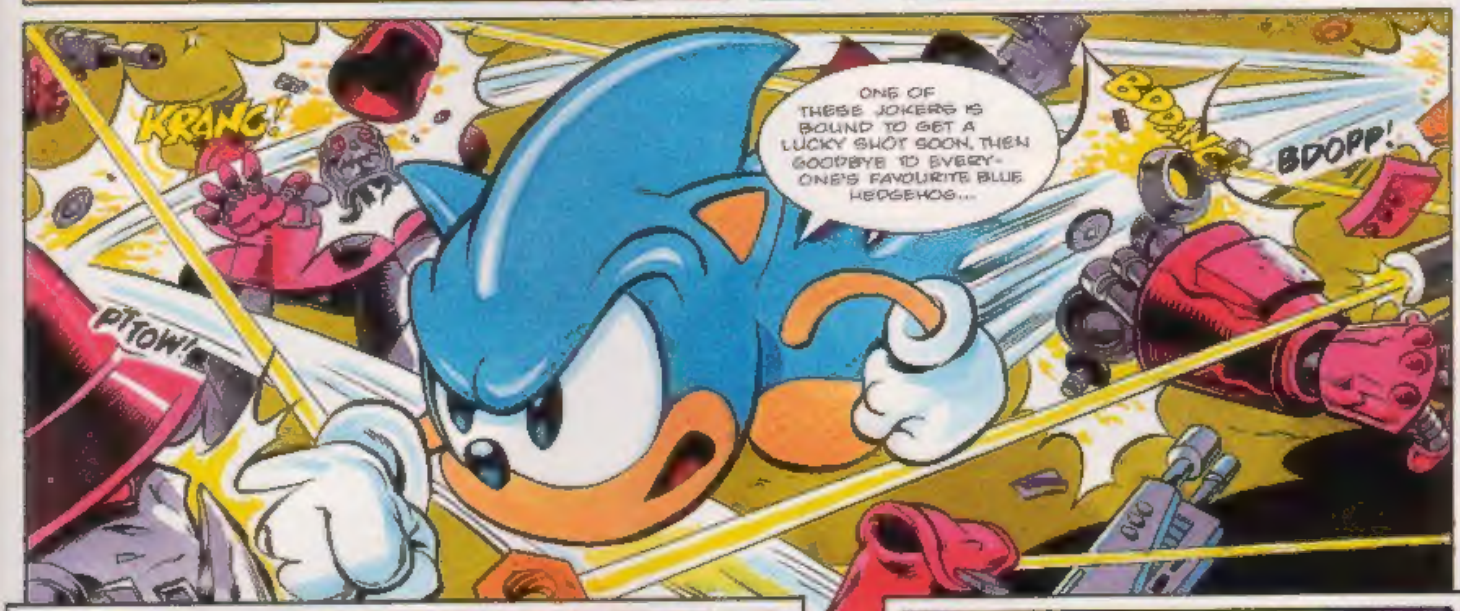
BUT IF I WAS YOU, BUDDY, I'D STICK AROUND. THERE'S GOING TO BE A FEW CHANGES MADE!

OF COURSE I UNDERSTAND...
...I MEAN, DO WE LOOK LIKE IDIOTS?
YOU DONT REALLY WANT ME TO ANSWER THAT, DO YOU?
MY SPY TELLS ME THAT SONIC IS PLANNING A RAID ON THE CASINO NIGHT ZONE.
THIS ZONE RAISES A LOT OF MONEY, AND IF I LOST IT, I'D BE EGGSTREMLY UNHAPPY!
GO MAKE SURE THAT THE BLUE SPIKEBALL FAILS, OR IT'S BACK TO MARKIO WORLD FOR ALL THREE OF YOU!
MAMMA MIA! ANYTHING BUT-a THAT!
NOBODY COULD BE THAT CRUEL!
PARP! PARP!

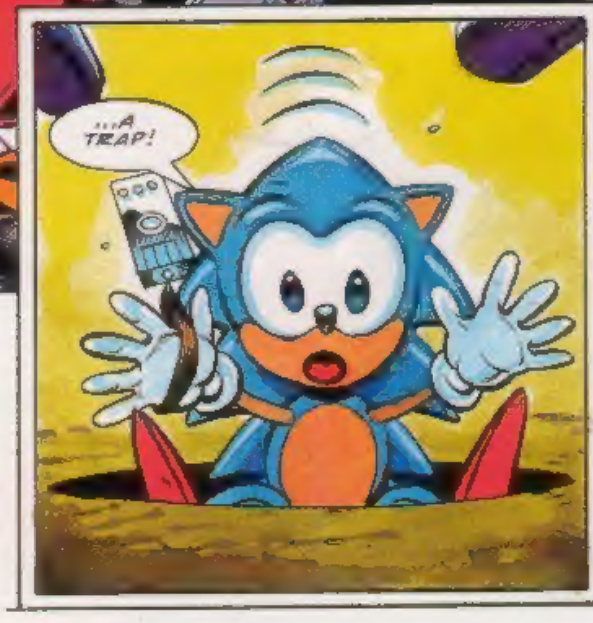

PORKER, YOU SAID YOUR DISRUPTOR GIZMO WOULD FIX THEIR CENTRAL COMPUTER!
I...I'M SORRY. I THINK WE'RE GOING TO HAVE TO GET CLOSER. OH DEAR.
I'VE HAD IT WITH ALL THIS HIDING IN THE SHADOWS STUFF, GIVE ME THAT THING!
WH...WHAT ARE YOU GOING TO DO?
DO? I'M GOING TO GET CLOSER!
HEY, LOOKA BOSS! ROBOTNIK WAS RIGHT ABOUTA DA HEDGE-A-HOG!
SO, DO SOMETHING ABOUT IT! PUSH A BUTTON OR SOMETHING!
SURE BOSS! I'LLA PUSH THIS ONE!

UH OH, I MAY HAVE BEEN A LITTLE BIT HASTY THIS TIME!
THERE HE IS! OPEN FIRE!

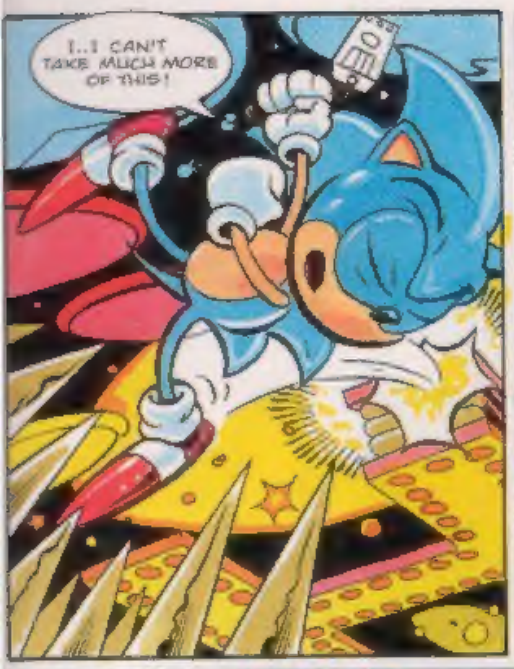

I REALLY DON'T LIKE THE LOOK OF THIS!
BLAMM!
BLAMM!
K-BLAMM!


KRANG!
PITTOW!
ONE OF THESE JOKERS IS BOUND TO GET A LUCKY SHOT SOON, THEN GOODBYE TO EVERY-ONE'S FAVOURITE BLUE HEDGEHOG...
BDOPP!

HOLD IT RIGHT THERE, SONIC!
HUH? WHY DO THEY WANT ME TO STAY HERE? UNLESS I'M WALKING INTO...


...A TRAP!

I DON'T THINK I'M GOING TO LIKE THIS...
YOW!
DING!
WHOA!
OUCH!
BONK!
YAA!
DINK!


I..I CAN'T TAKE MUCH MORE OF THIS!

HEY! WHAT DO YOU KNOW! I MADE IT!

OH, I WOULDN'T SAY THAT... I MEAN, IS THIS A PIG-IN-A-POKE OR WHAT?
PARP
YOUR TROUBLES ARE JUST-A STARTING HEDGE-A-HOG!

MOMENTS LATER...
ALL YOU HAD TO DO WAS STAY OUT OF SIGHT, LEWIS!
S-SORRY.

S-SONIC, WHAT ARE WE GOING TO DO?
RRUMBHH!
I'M WORKING ON IT!
NEXT: AGAINST THE ODDS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE: Vincent Low & David Gibbon.

GREATEST HEAVYWEIGHTS

game type: SPORTS
1-2 PLAYERS

MD

Mega Drive | Mega CD | Master System | Game Gear

STC Rating System

- under 40% - Yawnville
- 40 - 70% - Normalville
- 70 - 80% - Fun City
- 80 - 90% - Big Time City
- over 90% - Mega City!

There are very few games you can call 'knockout'. However, **Greatest Heavyweights** fits the description and takes over from *Buster Holyfield Boxing* as the definitive boxing sim for the Mega Drive.

As its title implies, you get a chance to compete against, or to take on the guise of, some of the greatest heavyfight fighters in history. As controller, you can choose from Muhammed Ali, Jack Dempsey, Holyfield, Patterson, Joe Lais, Rocky Marciano, Joe Frazier or Larry Holmes.

The options are varied. You can play in Tournament or Exhibition modes, set the number of rounds, and even choose the attributes of your player should you decide to become a 'contender'. This is where the fun starts, you can select the head, body, hair colour, even the shorts! You also dictate the power, speed or stamina.

There are some great sampled sounds and speech, as well as some very smooth animation. The gameplay initially seems quite simple and shallow. However, don't be fooled as this game has to be beaten - and beaten well! You will get nowhere fast if you attempt to just 'hammer' away. You have to learn some skilful combo moves and then pace yourself before going in for the final combo!

Overall, **Greatest Heavyweights** features some of the finest presentation and challenges you will ever see on a sports sim. The only thing missing is Frank Bruno! - VL.

FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS	80
SOUND	80
PLAYABILITY	80

RAVES: Looks brill.

GRAVES: Can get repetitive.

OVERALL 80%

PEBBLE BEACH GOLF

MD

game type: SPORTS
1-2 PLAYERS

Pebble Beach Golf is based on the actual course of the same name in the U.S.A. It is a very polished game with plenty of digitised speech and hi-res. pictures of the course.

There are plenty of options: You can enter your name, check your score, see the course record, find out the average shots per hole, or even have a Miracle Shot Replay! The music is really breezy (you could almost be walking around your local supermarket!)

There is a Configure option to set the joypad buttons to help, and there are five different types of games to choose from with Tournament Play, Skins Match Play, Match Play, Practice Play and Stroke Play. You also get to select the face of your player and caddy.

But what about the game itself? Well, you are treated to a fly-by of each hole in 3D (rather like another well-known golf game!) You are then given a side-on view from behind the tee. You can change the line of shot, club and check the wind factor. Playing the shot is very easy and you are soon hooked.

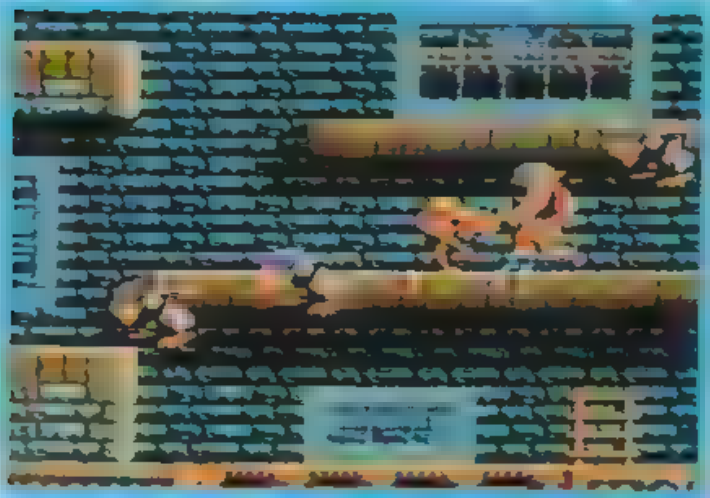
Pebble Beach Golf is a classy game that oozes playability, though you do have to pay for the privilege. - VL.

REN & STIMPY

game type: PLATFORM
1-2 PLAYERS

GODS

game type: PLATFORM/ADVENTURE
1 PLAYER

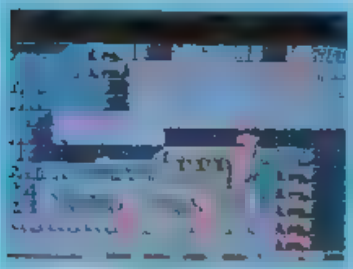


Programmed by the famous Bitmap Brothers, whose previous efforts include *Speedball 2*. **Gods** is another one of those big Amiga hits from a few years back that has been converted and vastly improved for the Mega Drive.

Gods is an exploration platform game combined with some nasty enemies to defeat and puzzles to solve. Playing the role of a hero who has taken up the challenge of the Gods, the idea is to destroy the foul end of level guardians, and return to a place called Mount Olympus.

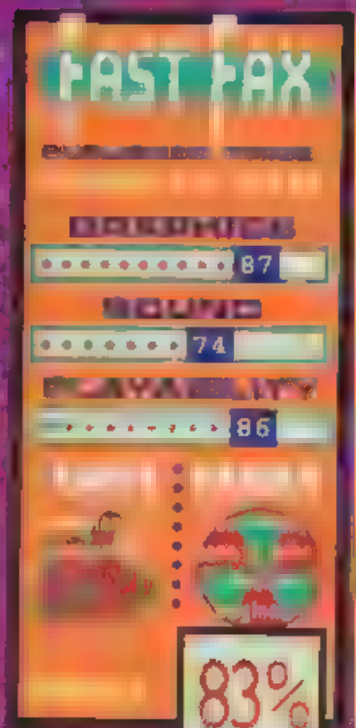
The game consists of four levels (City, Temple, Labyrinth, and Underworld), which each contain three worlds. There is a brilliant feature called the Dynamic Gameplay Adjustment System where the computer monitors how you are doing and adjusts the difficulty of the game accordingly. Very useful.

The graphics are much improved over the computer version as they include depth and several layers of parallax scrolling to give a sort of 3D feel. Overall **Gods** is an excellent game with great atmosphere. However, it could prove too difficult for some. - DG.

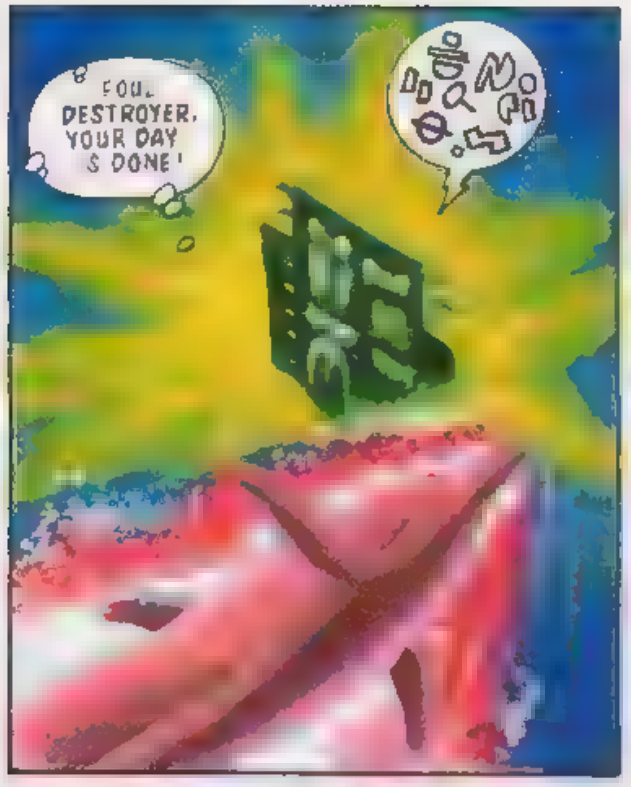


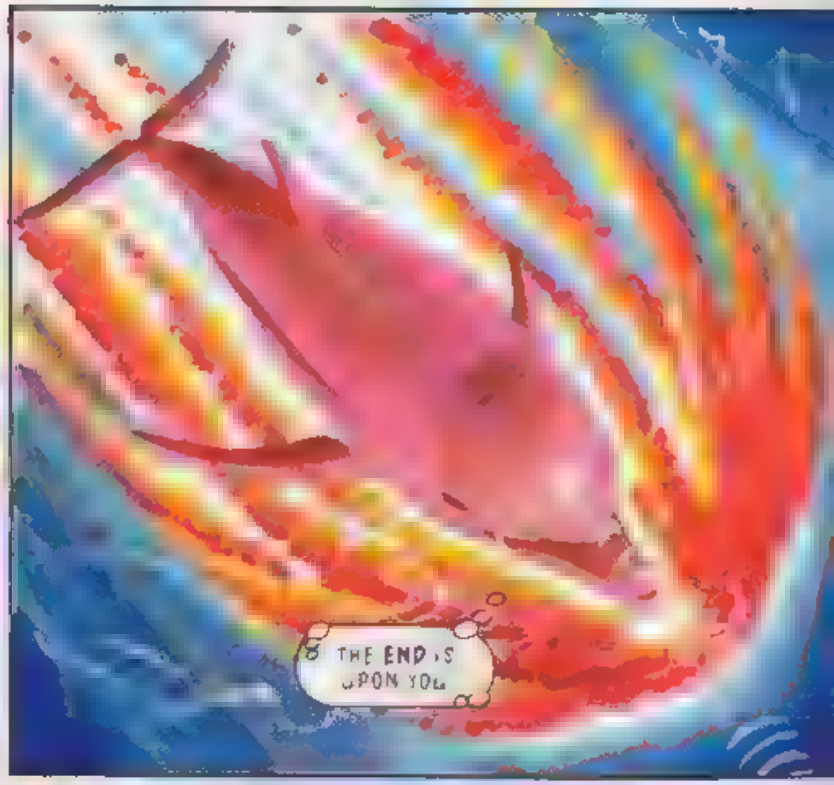
ZOOL

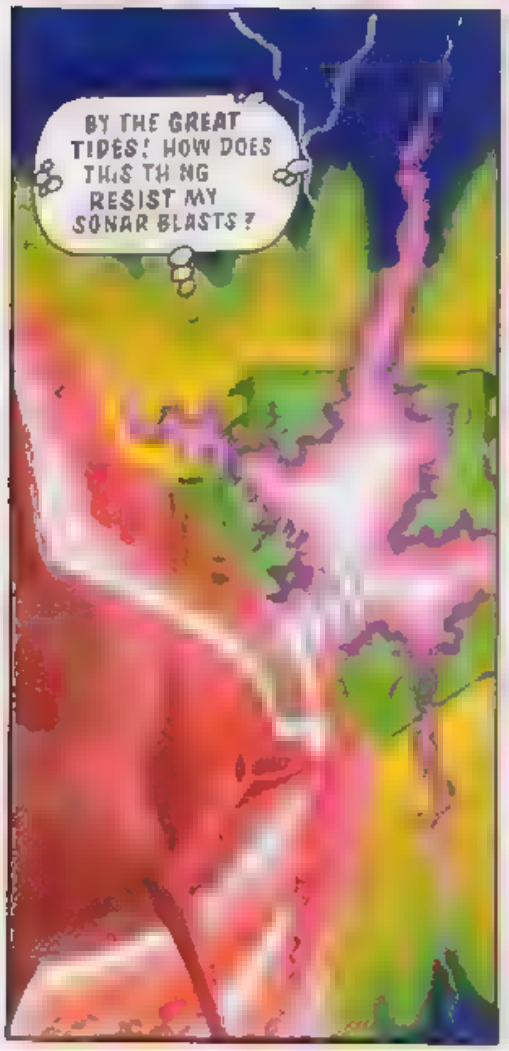
game type: PLATFORM
1-2 PLAYERS



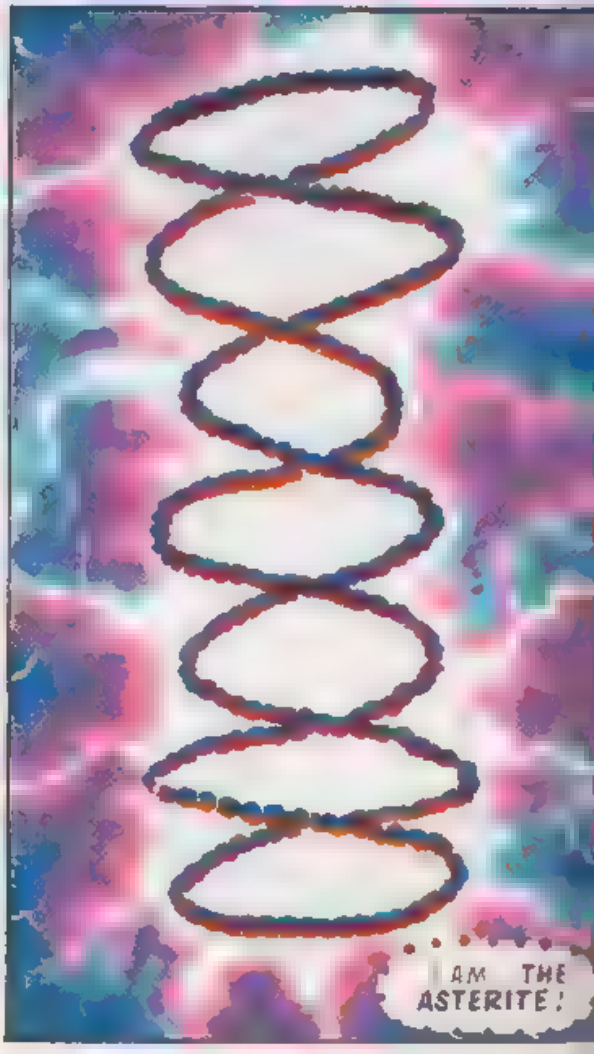
WHEN THE GREAT SONG OF DOLPHINKIND RECORDS THE BATTLE AGAINST THE VORTEX, THIS DAY SHALL PROVE TO BE MOST PIVOTAL THE DAY ECCO DISCOVERED HIS TRUE HERITAGE AND DESTINY – TO BE AVENGER AND SAVIOUR OF HIS SPECIES!
WITH THE POWERS THE ATLANTEANS HAVE AWOKEN IN ME*, THE ALIEN VORTEX DEVICES SHALL DO THEIR EVIL WORK NO LONGER!
*SEE LAST ISSUE – MEGADROID
ecco the Dolphin
Part 6
WHETHER THEY HIDE THEMSELVES UPON THE HIGHEST REEF OF CORAL OR WITHIN THE DEEPEST TRENCH, I SHALL HUNT THEM DOWN
AND DESTROY THEM
ABS WOOSH Crash Pop!


FOUL DESTROYER, YOUR DAY IS DONE!


THE END IS UPON YOU.

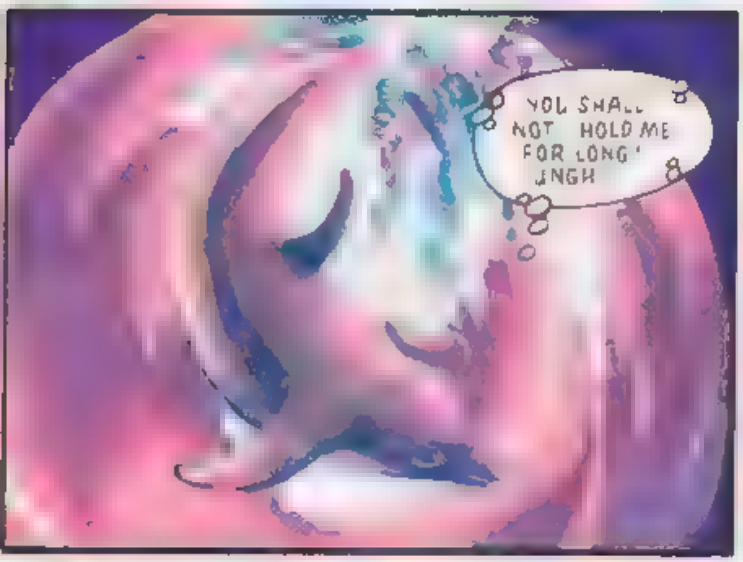

BY THE GREAT TIDES! HOW DOES THIS THING RESIST MY SONAR BLASTS?

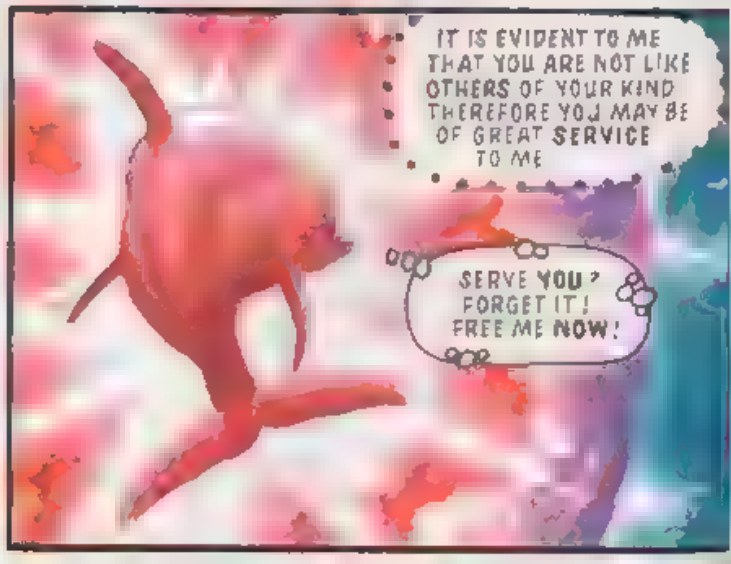
BY MY POWER LITTLE ONE!
WHAT? WHO SPEAKS? REVEAL YOURSELF.

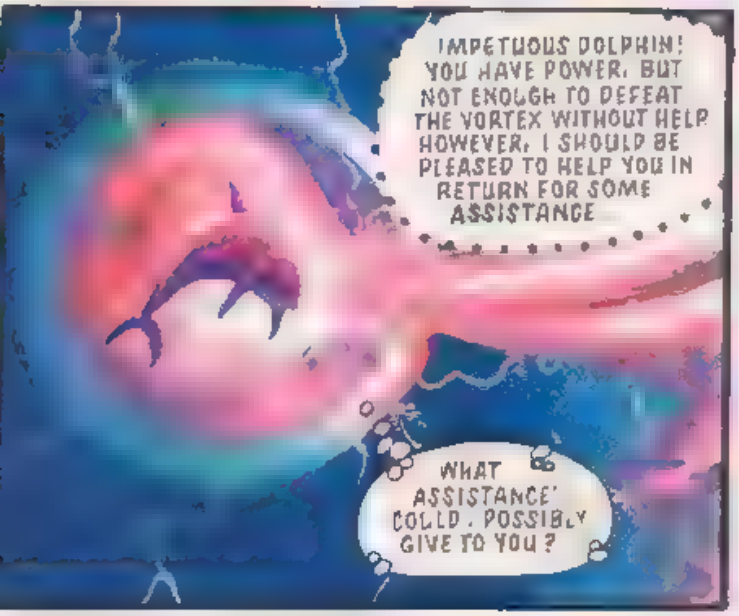

I AM THE ASTERITE!

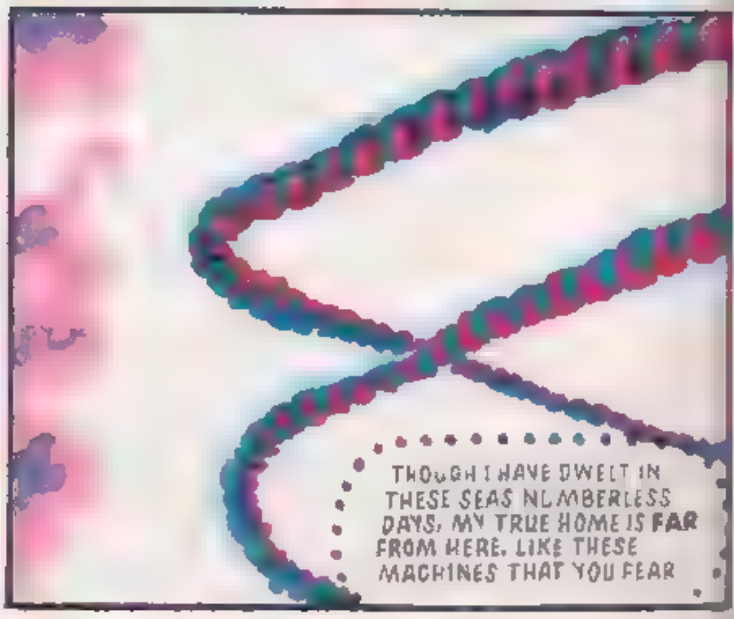
ASTERITE? FROM WHICH STRANGE SEAS DO YOU COME?
NONE THAT ARE KNOWN TO YOU, SMALL ONE
SO, ARE YOU IN LEAGUE WITH THESE MONSTROUS DEVICES?
NO, BUT PERHAPS I SHOULD DESTROY YOU BOTH AND END YOUR BLEATINGS OF ENMITY AND BATTLE!
CAN YOU DECIPHER THE ALIEN TONGUE?
YOURS IS NO LESS FOREIGN TO ME, SMALL ONE
BUT YOU MUST KNOW OF ITS THIRST FOR THE DEATH OF ALL WHO DWELL BENEATH THE SEAS!
IT DOES WHAT IT MUST TO SURVIVE DO YOU NOT DO THE SAME?
AT LEAST I KNOW WHEN TO TALK AND WHEN TO ACT! MOVE ASIDE!
ZARK!
BY THE STARS!

YOU HAVE POWER INDEED, LITTLE ONE — BUT YOU SHALL LISTEN FOR AS LONG AS IT PLEASES ME TO SPEAK


YOU SHALL NOT HOLD ME FOR LONG! ENGH


IT IS EVIDENT TO ME THAT YOU ARE NOT LIKE OTHERS OF YOUR KIND THEREFORE YOU MAY BE OF GREAT SERVICE TO ME
SERVE YOU? FORGET IT! FREE ME NOW!


IMPETUOUS DOLPHIN! YOU HAVE POWER, BUT NOT ENOUGH TO DEFEAT THE VORTEX WITHOUT HELP HOWEVER, I SHOULD BE PLEASED TO HELP YOU IN RETURN FOR SOME ASSISTANCE
WHAT ASSISTANCE COULD POSSIBLY GIVE TO YOU?


THOUGH I HAVE DWELT IN THESE SEAS NUMBERLESS DAYS, MY TRUE HOME IS FAR FROM HERE. LIKE THESE MACHINES THAT YOU FEAR

"WHEN FIRST I CAME HERE, I SENT MANY PARTS OF MYSELF ABROAD IN THE DEPTHS TO GATHER KNOWLEDGE OF THIS PLANET

"THERE IS NO CORNER OF THIS GLOBE THAT IS UNKNOWN TO ME. SAVE ONE – THE TRENCH THAT HOLDS MY **BLACK PEARL**, WHICH FAILED TO RETURN!

I POSSESS POWER ENOUGH TO HUMBLE ANY FOE. YET I AM **INCOMPLETE**, LACKING THE PART OF MY LIFE FORCE WHICH WOULD ENABLE ME TO VOYAGE HOME.

ONLY YOU, SMALL ONE, WITH YOUR SPEED, CUNNING AND POWER, COULD RETRIEVE MY BLACK PEARL.

BUT WHAT MANNER OF CREATURES SHALL I ENCOUNTER SO FAR BENEATH THE SEAS

I CANNOT SAY BUT I SHALL GIVE YOU ALL THE ASSISTANCE I CAN MUSTER AND WHEN YOU RETURN, I SHALL TEACH YOU THE LANGUAGE OF THE INVADING VORTEX, AND TOGETHER WE SHALL SEND THEM BACK WHENCE THEY CAME!

ANY CREATURE POWERFUL ENOUGH TO CAPTURE THIS BLACK PEARL MUST BE FEARSOME INDEED. BUT I AM **ECCO**! THE PEARL **SHALL** BE RECOVERED! I SHALL PREVAIL! THE DAYS OF THE VORTEX WILL BE **OVER** AND MY FAMILY AND FRIENDS WILL **RETURN**

THE END

SWIM WITH ECCO AGAIN IN STC **SOON!**

MCD GETS ACTIVE!

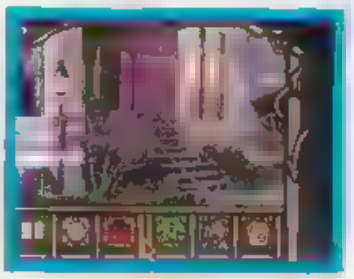
New games expand Mega CD's line-up

Sega has some really hot goodies lined up for Mega CD owners over the next couple of months.

Double Switch is similar to *Night Trap* with you monitoring a house from secret cameras and stopping baddies taking over. It has some famous faces including Debbie Harry from Blondie and Hollywood vet Cory Helms. **Double Switch** has some great video footage and offers a lot more depth than *Night Trap* with more possible moves and better action sequences. You quickly have to learn the right places to be as well as the right list of priorities for baddies.

Wonderdog is a fun little arcade game with you taking the role of a stranded pooch on Earth trying to find your friends. See last issue's Review Zone for further details.

Dracula Unleashed is one of the first games for Mega CD to really show what can be done with the programming technique called Compact Video, as the Mega CD drive is faster and therefore have a bigger window for video footage and much more than any previous game with video footage. You have to find Dracula within a set time and then travel around London, interview people and study documents to find him for the final encounter. It has a similar forme to *Sherlock Holmes* but has much more [illegible] and [illegible]. And finally, **Jurassic Park** the blockbuster movie of 1993 (and all time?) comes to Mega CD. **Jurassic Park** should be in the shops next month and contains real video footage from the film. You ask [illegible] and discover eggs by visiting various locations in the park. It is not quite that simple however, as there are some bad tempered brutes in your way! You can use various weapons picked up along the way to stun them. There are also plenty of puzzles to solve.



THINGS TO COME IN

Top software houses unveil this year's games

If you thought 1993 was a brilliant year for games, just wait to see what 1994 has in store! STC asked ace newshound Garry Penn to check around the leading software companies to see what they have in store for the Sega systems this year. Bear in mind many of these games won't see the light of day until much later in the year, so don't go rushing into your local Sega stockist demanding to see them now!

ACCLAIM (AND FLYING EDGE)

Three Mega Drive releases which should be out before this month are: The American Football simulation **NFL Quarterback Club** (from Park Place, the team behind John Madden), **The Great Dominator** (running, jumping, hobbling and 'shooting' action starring Slick and Spin), and **Soccer** (that's to say, proper football) – with a soon-to-be-announced leading player's 'endorsement' for good measure.

Continuing the sporty theme in February are the Mega Drive and Game Gear conversions of Midway's arcade machine **NBA Jam**. This full-blown basketball simulation features digitised players and the Sega versions look surprisingly close to the real thing. Expect to see a review soon.

Maximum Carnage is a [illegible] *Spider-Man* adventure for [illegible] the Mega Drive in March. Master System and Game Gear owners shouldn't feel left out because due to appear before the Summer are conversions of the Mega-Drive's **Spider-Man And The X-Men** – and both are hefty 4Mbit cartridges no less (most are 2Mbit).

There's a [illegible] action in store for the Master System and Game Gear with the long-awaited conversions of **T2: The Arcade Game** (it wasn't bad on the Mega Drive), plus the all-new **Judgement Day** which features the Terminator shooting its way through a platform-based environment.

Release dates have yet to be set. **Judge Dredd** (2000 AD's top future cop and soon-to-be-made major motion picture starring Sylvester Stallone) for the Sega systems is in the hands of Probe (who did *Alien 3*) – and there should be something to see soon. Probe's effort isn't a conversion of the planned arcade machine (which appears to have been put on hold) but an original idea based on the **Judge Dredd** theme. There have already been two very poor attempts at bringing our favourite law enforcer to the home computers, so what assurance can we have that this is going to be third time lucky? "Put it this way," says Probe boss Fergus McGovern, "There were two poor attempts at *Alien* before ..."

Acclaim have still to set a firm release date for the long-awaited Mega CD version of the original **Mortal Kombat**. We can't give you an idea of how it's shaping up because even Acclaim don't appear to know! Sadly, there's also no news about the conversions of **True Lies**, the new Arnold Schwarzenegger film (which opens in the US this Summer).

CORE DESIGN

This Derby-based outfit (best known for *Chuck Rock* and *Thunderhawk*) have at least six releases in the pipeline. **Bubba 'n' Stix** – the quirky blend of cartoon visuals, platforms and puzzles, starring one man and his (living) stick – is out in February for the Mega Drive and Mega CD.

In the coming months we can also look forward to the blasting action of **Skeleton Crew** for the Mega Drive (which features an unusual three-dimensional overhead perspective – a little like the Sega *The Coin-Op* game – see News Zone 17), **Soulstar** for the Mega CD (which is described as 'Thunderhawk in space, basically') and **Battlecorps** (also for the Mega CD, this one's a first-person, science fiction shoot-'em-up)

'94

DOMARK

Are you having difficulty getting hold of racing game at on F1? If you [illegible] it's not surprising as Domark say they have sold out. But fear not: the team behind F1 are currently putting together **Kawasaki Super Bikes** for the Mega Drive and Game Gear. It features the 750cc sporting class machines, 8 courses, a one or two-player opt on with a split screen, tight riding and weather effects. That's due for release May.

Meanwhile, Domark's conversions of Electronic Arts' native Mega Drive classic **Desert Strike** should (at last) be available for the Master System and Game Gear in February. And speaking of old favourites, a glossier version of the perky platformer **Prince Of Persia** is due to appear on the Mega Drive in March.

Matsu's **Mega Football** is a whole new ball game for the Mega Drive. Find out in April just how the soccer-crazy kid uses his flying football to remove adversaries from play and solve puzzles.

Oh yes – also out in April is **Pinball Wizard** for the Game Gear. It features five four-screen high tables with multiple playfields, sub-tables and hidden bonuses to discover.

EMPIRE

[illegible] good chance of [illegible] **Yogi Bear** and **The Jetsons** appearing on the Mega Drive, but [illegible] the Sega system. That's all!

GAMETEK

The American publisher has no Mega Drive releases until Easter however, as a result of things to come the latest releases for the Genesis, the American Mega Drive, include **Nick Faldo's Golf**, **Spectre**, **Tank**, **Tarzan**, **The Harlem Globetrotters** and **Pinball Dreams**.

GREMLIN

[illegible] Master System and Game Gear conversions of the [illegible] **Zool**. You may remember the Mega Drive version released by Electronic Arts at the end of last year. There are no definite plans for development for the Sega systems. [illegible] spokesperson confirmed.

KONAMI

[illegible] Japanese publisher has five Mega Drive titles, [illegible] **Teenage Mutant Hero Turtles Tournament Fighters**, [illegible] **Zombies**, a wacky, zany, crazy mixture of exploration and [illegible] the heavy 1950's monster movie [illegible].

The [illegible] **Castlevania** has [illegible] Konami's [illegible] happy [illegible] years. [illegible] was a big [illegible] Castlevania [illegible] on the Mega Drive and [illegible] available advertising [illegible].

The [illegible] Konami [illegible] when they release **Rocket Knight Adventures**, [illegible] **Tiny Toon Adventures**. [illegible] the Mega Drive. These are [illegible] release dates for **Lethal Enforcers** [illegible] **Probotector** [illegible] **Batman The Animated Series** which also features Robin and **Biker Mice From Mars**, an [illegible] the stars of sport, rap and movie Marky Darkness [illegible] should be on the shelves [illegible] January.

RAGE

The team behind the eight player soccer game **Striker** are heavily working away on a sequel, [illegible] are not being [illegible] soccer [illegible] Rage are also working on three Mega [illegible] **Cheddar George**. The [illegible] platform game [illegible] has been in hand for many months.

SONY IMAGESOFT

[illegible] as though Arnold Schwarzenegger's **Last Action Hero** will appear on the Mega Drive [illegible] Sylvester Stallone's **Cliffhanger** [illegible] release date [illegible] Sega [illegible] Sony have other [illegible] which promises [illegible] are keeping [illegible] abreast.

News

TENGEN

Tengen have two very different releases from two very different teams. Sony's **Lawnmower Man** (as in that [illegible] based on a Stephen King story, featuring [illegible] theme), is out on the Mega Drive in April. And what an ode with shooting, running and jumping it is. A new 'cute' character called **Pinkie** makes his first public appearance in May, courtesy of Millennium. The people behind **James Pond** are in the process of putting the finishing touches to **Pinkie** for the Mega Drive and Game Gear.

Further down the line, in September to be precise, there's **Mega Swiv** – a literally non-stop shoot-'em-up for the Mega Drive. You can choose to control a helicopter or a jeep – or get a friend to join in with the remaining craft. **Swiv** has already impressed (in slightly different forms) on other machines, but it doesn't [illegible] against some of the best blasters around, as soon as the Sega systems. Fingers crossed.

VIRGIN INTERACTIVE ENTERTAINMENT

Jammit is a one-on-one basketball with a difference: a street-wise attitude. Real players were filmed and digitised to create the three characters: Slade, Roxy and Chill – each with their own distinctive (spoken) phrases such as "We [illegible] kick your butt, man!" [illegible] said: knock you out [illegible] of moves includes barging and [illegible] to play. Call it [illegible] one-on-one with two CPU controlled characters. [illegible] pencilled in for an Easter release.

Other [illegible] include [illegible] film [illegible] which [illegible] Drive [illegible] Gear. The Mega Drive [illegible] a – surprise surprise – beat-'em-up in the *Street Fighter II* vein. But with up to three characters on screen (two are CPU controlled), while the combat in the Master System and Game Gear versions is platform-based along the lines of Sega's [illegible] to one of three versions [illegible].

[illegible] is not a name [illegible] will recognise, but it's going to a household one before the end of 1994. He's the most admired designer and programmer behind such home computer hits as the fast, slick shoot-'em-up **DropZone** (due for release on the Sega formats through Codemasters), and **Jimmy White's Whirlwind Snooker** (which he's currently converting to the Mega Drive – minus Jimmy White's name).

[illegible] approach to display the [illegible], and as a result every shot [illegible] in the real thing – and some that aren't – can be played. [illegible] gorgeous! It looks unlike anything else on the Mega Drive. [illegible] set on cue for a [illegible] time this Summer.

One Otto's successful soccer simulation **Goal!** is [illegible] converted from the Amiga to the Mega Drive for release towards [illegible] of 1994. **Goal!**'s control system sets it apart from the competition – but be warned: the three-style possibilities are not to everyone's taste. Also due from Virgin before the end of this year [illegible] Mega Drive version of Interplay's hotshot **Road Rash**, **Wolf Raslag** for the Nintendo [illegible] days, there's [illegible] were [illegible]. There's no reason why the racing around special tracks and using supporting equipment to the sound of such delightful heavy Metal tunes as Black Sabbath's 'Paranoid' – ask your friend, should be any less fun on the Mega Drive, so that's [illegible] something to look forward to.

Release dates for all these games are subject to last-minute changes. Again, check with your local Sega stockist before you [illegible] out and buy.

The Legend of the GOLDEN AXE

Blood of Dragons

DRAGONS
THE SNAKE WORSHIPPERS
GROW BABY SNAKES WREATHE WITH THE AND BITE DOWN THE DRAGONS
HOLD STILL BROTHER I'LL SOON HAVE ALL THESE OFF YOU
RAAARGH A SNAKE BALL
BURN THE SERPENTS WINDSCREAM
USE YOUR MAGIC ON THE PRESTS YOU
GODDESS FLORA I COMMAND YOU TO GROW A KILLER CACTUS

SSSCRRRRECH
EVEN WITH YOUR DRAGONS YOU WON'T WIN. THE QUEEN SERPENT GOD TRANSFORM ME INTO YOUR MAGE
ARGURGLE
MEET COBRAX'S THE GOD. HA HA HA HA.
GET AWAY. I'LL FIGHT WITH THE GOD
HELP
THE BIGGER THEY ARE
THE MORE THERE'S TO HIT

AAAAAAAH THE PAIN. SUCH PAIN!
THANK YOU MY LOYAL FRIENDS WITHOUT YOUR HELP I'D BE DEAD
ANY TIME YOU NEED A DRAGON TO BACK YOU UP WE'LL BE THERE
THAT'S THE END OF COBRAXIS
OR SHOULD I SAY 'ENDS
THE BURNING REMAINS OF COBRAXIS
THAT'S THE SNAKES FINISHED.
YUK
NOOO! NOT AGAIN.
WHOOSH!

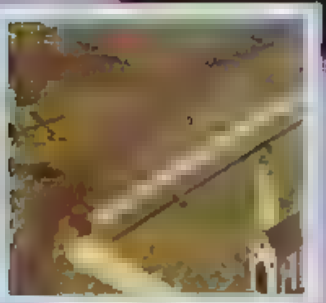
AARGHH!
AX YOU BIG ... WHERE WERE YOU WHEN I NEEDED YOU?
ER ... BEEN FEEL NO A BIT WEIRD BUT I'M BETTER NOW SO WHEN'S THE FIGHTING START? WHERE'S THAT SNAKE CHARMER GONE? WHO'S THAT?
BACK AT THE DWARF STRONGHOLD OF ROCKGUARD GILIUS THUNDERHEAD AND AX BATTLER MEET UP WITH TYRIS FLARE ... RECOVERED FROM
GILIUS AND YOU! YOU SAVED MY ... AND MY KINGDOM. I CAN NEVER REPAY YOU FOR THAT BUT YOU DESERVE SOME SORT OF REWARD.
WHERE'S TYRIS? WHAT'S GOING ON? HAVE I MISSED SOMETHING?
I WAS WITH YOUR FATHER WHEN HE DIED. HIS LAST WORDS WERE "I HOPE THEY HAVE GOOD FOOD WHERE I'M GOING." HE DIED WITH A SMILE ON HIS FACE.
TAKE THESE DAGGERS. THEY ARE MADE OF PURE DRAGON GOLD. TOGETHER THEY CONTAIN EVEN MORE POWER THAN THE GOLDEN AXE YOU CARRY, GILIUS.
OBRAKS WAS SITTING ON THE HORDE OF MAGIC METAL AND HE NEVER KNEW.
IS SHOW ... MADE WITH YOUR ...
AND ... HERE ONLY
ALL THE FOOD'LL BE GONE. LET'S GO DOWN THE FEASTING HALL. THE WAKE WILL BE IN FULL SWING. IT'S WHERE HE WOULD BE.
THE END MORE LEGENDS OF THE GOLDEN AXE SOON

Q Zone

Welcome again to the Q Zone, a place of help and solutions [illegible]

JUNGLE STRIKE Tips

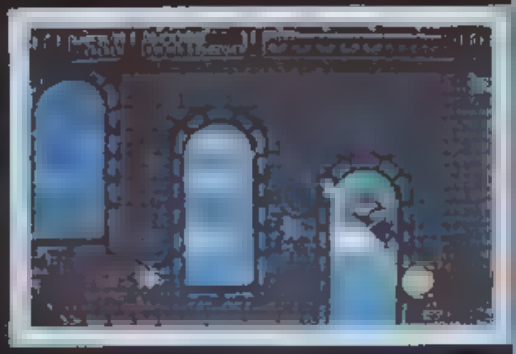
[illegible] featured Jungle Strike [illegible] issue 12 [illegible] ST readers some further [illegible]



SECRET NINJA ADVENTURES Tips

Rocket Knight Adventures is a rather nice platform romp containing some excellent graphical touches. The game was produced by Konami, the creators behind some amazing local arcade machines. It was their first attempt at developing a Sega game – [illegible] Meanwhile, here are some helpful hints:

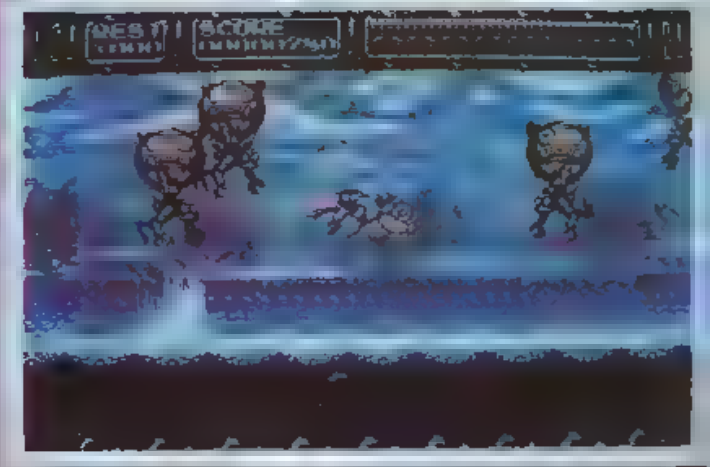
1. The large hill on the first level seems almost impossible to get over. However, don't despair as the answer is to go to the left hand side of the screen, press and hold C. When all the bonds break, release it and move the D-Pad diagonal upright.



2. Once you pass the second large hill on the first level, stand in-between a fire and a tree stump. Then press C and Up to collect an extra life.

3. When you finally come to a dead-end, press C and Up to reach a tree branch, and continue right to the first boss.

4. To destroy the (boss) villain (who, incidentally, you'll meet on a rope bridge across a waterfall), stand in the extreme left corner of the screen. When he appears, [illegible] pressing fire. Each time you hit the [illegible] weaker. Keep repeating to win.



THUNDERHAWK Tips

Thunderhawk [illegible] the best Mega CD title to be released, and really [illegible] a must. It features some brilliant animations and rotating graphics and a wicked soundtrack, plus there's a great game in there too. Here's some general tips to help you along:

[illegible]

Set [illegible] the altitude meter to three points down from the top (appears in the windscreen). This reduces the risk of being hit from the air.

4. Try and use the gun to destroy most of the ground forces as you have an unlimited supply of bullets. Conserve your missiles and rockets for primary targets, such as sand sites.

5. All primary targets appear as white dots on the radar (bottom right-hand side of the screen). Refer to this constantly to avoid getting lost.

6. Your mission will be complete once all the primary targets have been destroyed. Lastly, guide your helicopter away away from the site to end.

SUPER MONACO GRAND PRIX 2 Tips

Super Monaco Grand Prix 2 was one of the most popular arcade games before Out Run was released. The first game was pretty poor, but as a lot of you Boomers are aware, the sequel was a much enhanced version of the game with [illegible] gameplay. Now would you like to race a motorbike [illegible] speed of [illegible] with [illegible] speed?

Go to the 'World Championship' mode, and on the 'Name Entry' screen, type 'HANG ON!'. Next, go to the race, retire and save your season. Reset the machine and [illegible]

Attention Game Gear owners! For the first time STC presents codes for the new Game Gear Game Genie now on sale wherever good Game Gears are sold. Price £29.99.

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes.

CHUCK ROCK

[illegible] the SG, the everywhere [illegible] Chuck is a star performer. Now make him [illegible] even better with these codes.

Start with 1 life	0[illegible]-B6B-E[illegible]6
Start with [illegible] lives	0[illegible]B-DC[illegible]-E56
Start with 50 [illegible]	03B-6B[illegible]-[illegible]E
Infinite lives	3A[illegible]-75A-2A2
Start on World 1, Suburban Stalagmite Suburbs	31[illegible]-66A-E6A
Start on World 1, Dinosaur level	123-00A-E6A
Start on World 1, [illegible] level	3[illegible]-06A-E6A
View [illegible] sequence	[illegible]1[illegible]-61A-E6A

JAMES POND 2

[illegible] he's favourite aquatic secret agent. Get cracking.

Start game with 9 lives	01[illegible]-C2F-E[illegible]6
[illegible]	01F-[illegible]B-B0[illegible]
Start [illegible] with 9 energy	09[illegible]-C[illegible]-[illegible]66
Start [illegible] with 9 energy	C[illegible]-46[illegible]-[illegible]66
[illegible]	1E-[illegible]
[illegible]	FF5-D2F-E6A
Start with 9 [illegible] lives	0[illegible]6-94F-F[illegible]A
Infinite continues	0[illegible]-D3F-8C1

STAR WARS

[illegible] the Force [illegible] the [illegible] to help Luke & co. out in this GG version of a screen classic.

[illegible] energy for all players	[illegible]0D-92B-3[illegible] +
	3AD-93B-2A2

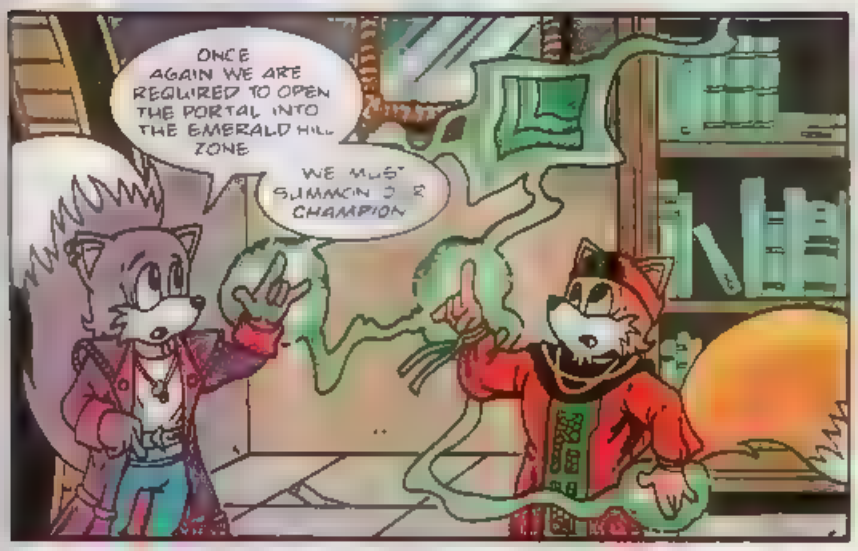
Leia

Start with 12 energy points 1st [illegible]	4[illegible]E-3[illegible]-A2A
[illegible] screen [illegible]	C3[illegible]-62E-5[illegible]D
Start with [illegible] energy points [illegible] lives	3CF-4[illegible]A-A2A
Start with 12 energy points [illegible] lives	4DF-4[illegible]-A[illegible]A

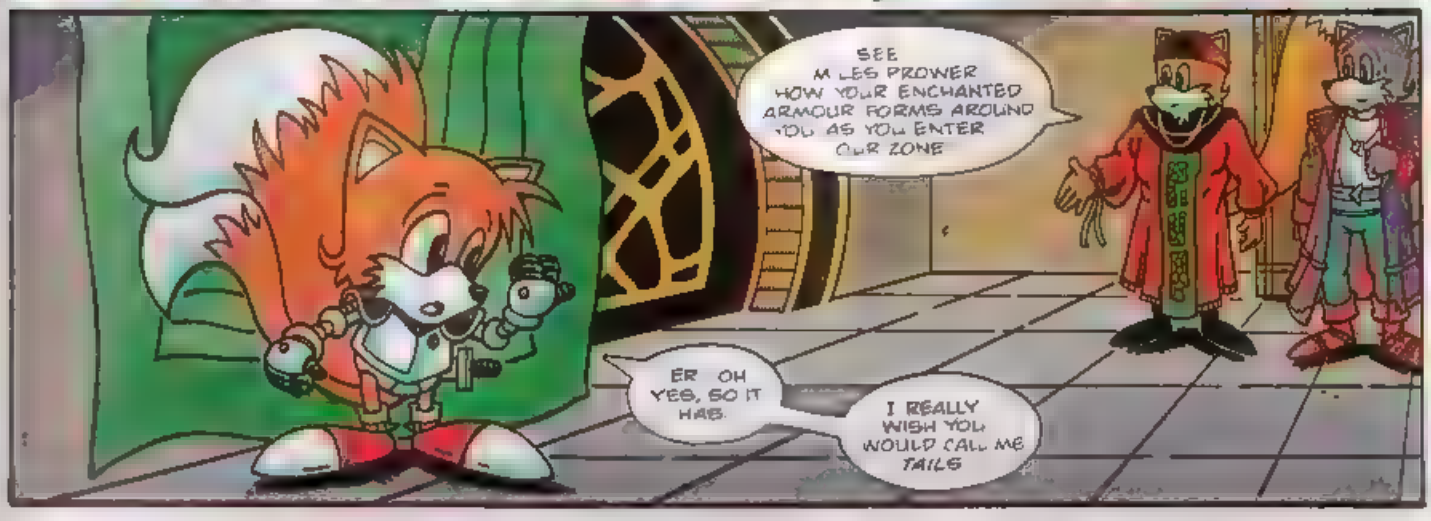
Luke

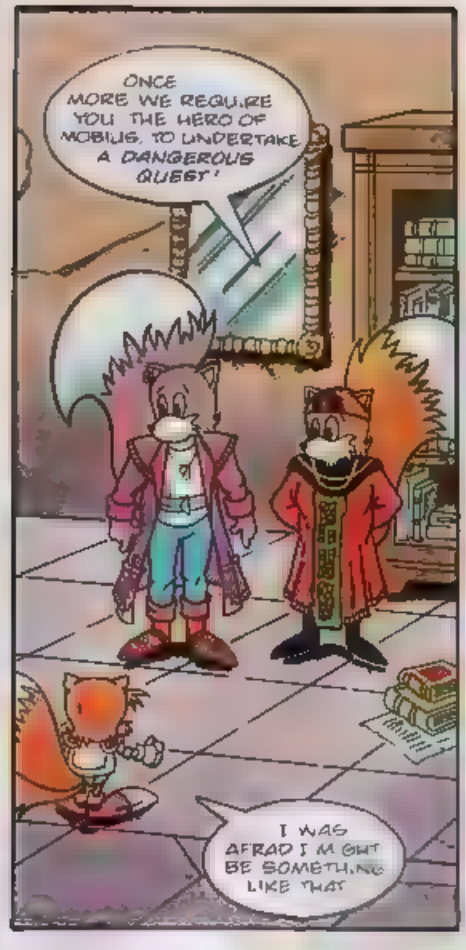
Start with 1[illegible] lives	3[illegible]-23[illegible]-E[illegible]2
[illegible] energy points 1st [illegible]	1DA-[illegible]B-A2A
[illegible] energy points [illegible] lives	5DF-6FA-A2A
Infinite lives	3A[illegible]-6BA-2A2

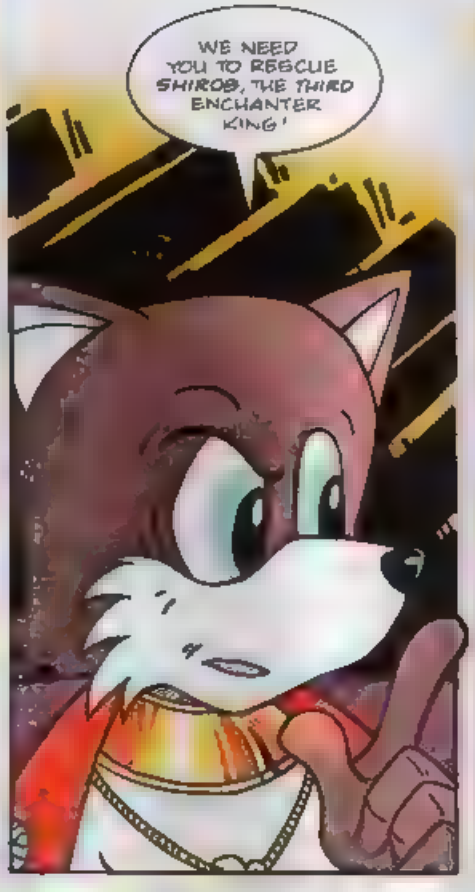
THE NAMELESS ZONE THE MYSTERIOUS HIDDEN REGION THAT MOST OF PLANET MOBIUS BELIEVES ONLY EXISTS IN LEGEND
Tails

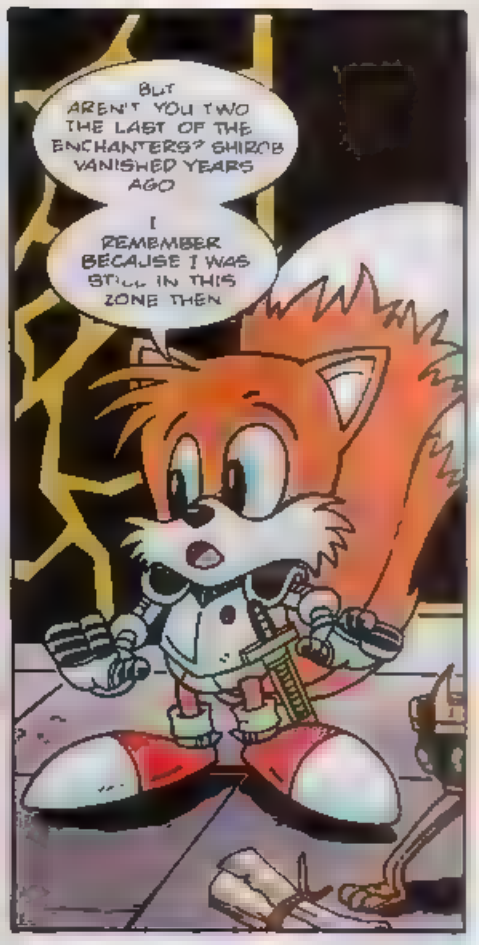

ONCE AGAIN WE ARE REQUIRED TO OPEN THE PORTAL INTO THE EMERALD HILL ZONE
WE MUST SUMMON OUR CHAMPION

MILES PROWER THE ENCHANTER KINGS HAVE NEED OF YOU
GULP

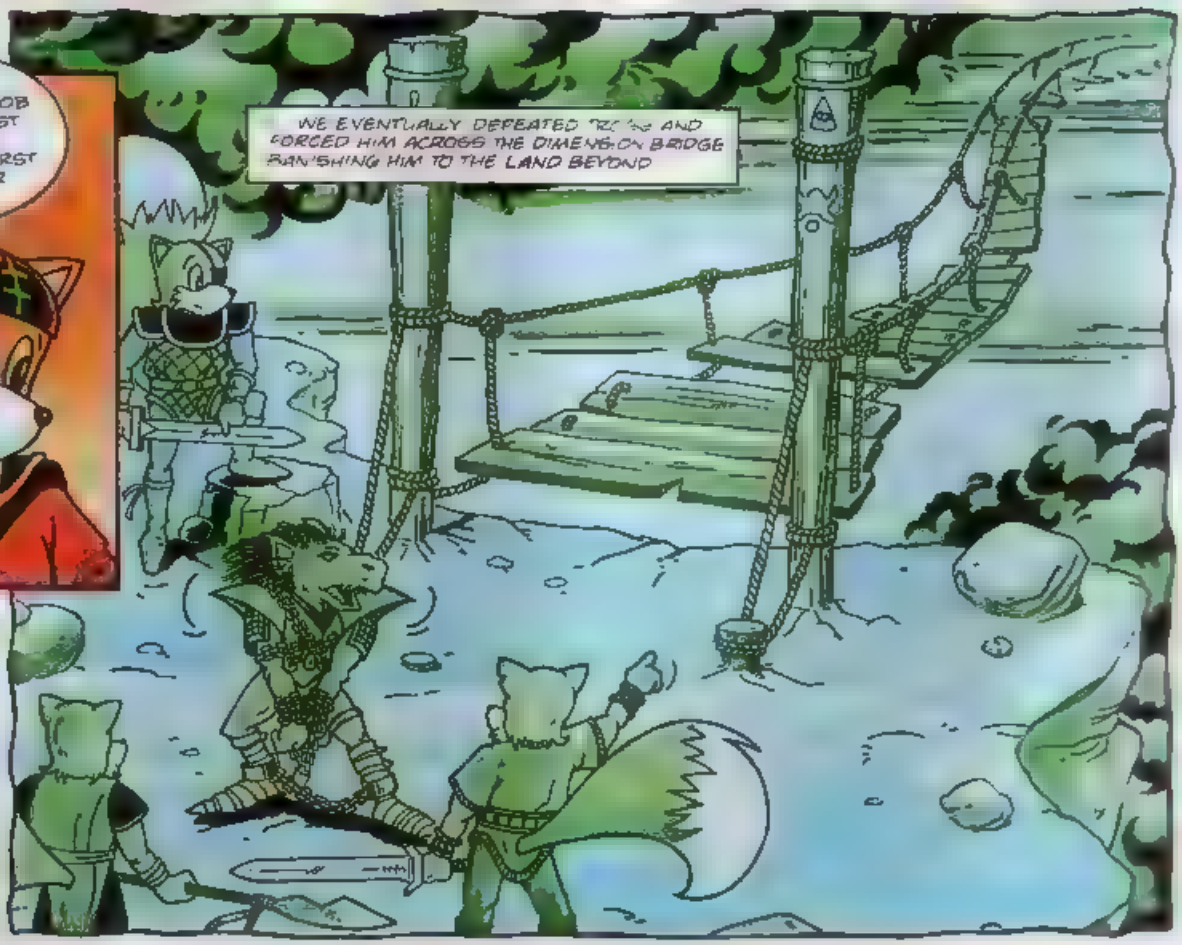

SEE MILES PROWER HOW YOUR ENCHANTED ARMOUR FORMS AROUND YOU AS YOU ENTER OUR ZONE
ER OH YES, SO IT HAS.
I REALLY WISH YOU WOULD CALL ME TAILS

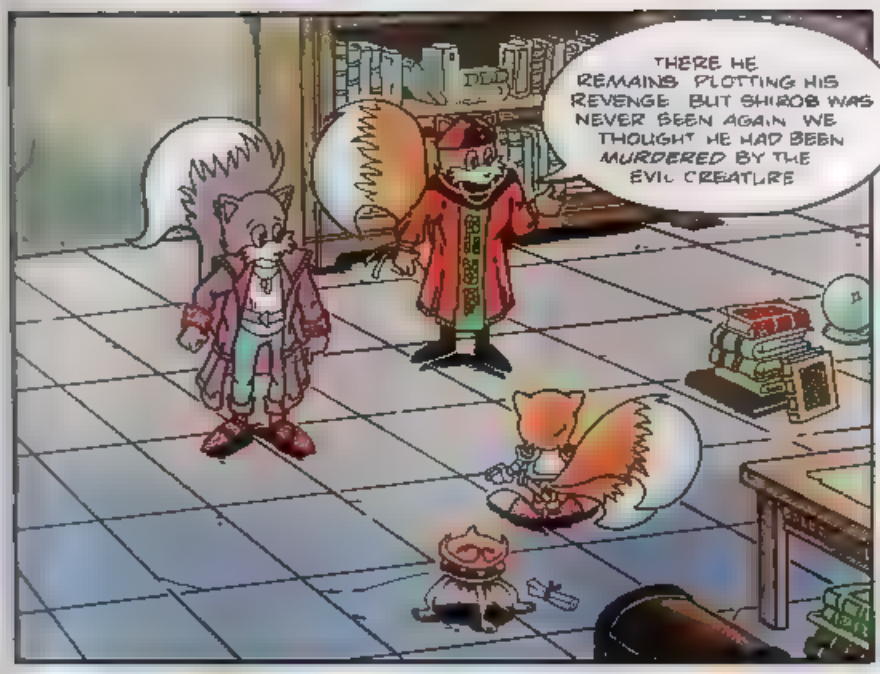

ONCE MORE WE REQUIRE YOU THE HERO OF MOBIUS, TO UNDERTAKE A DANGEROUS QUEST!
I WAS AFRAID I MIGHT BE SOMETHING LIKE THAT

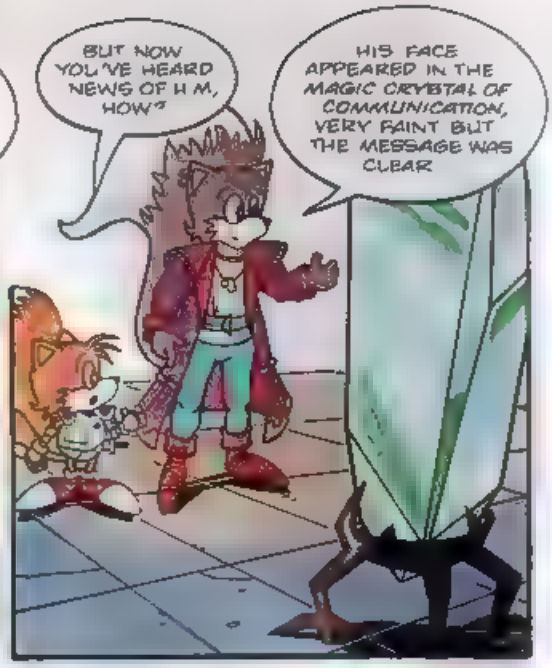

WE NEED YOU TO RESCUE SHIROB, THE THIRD ENCHANTER KING!

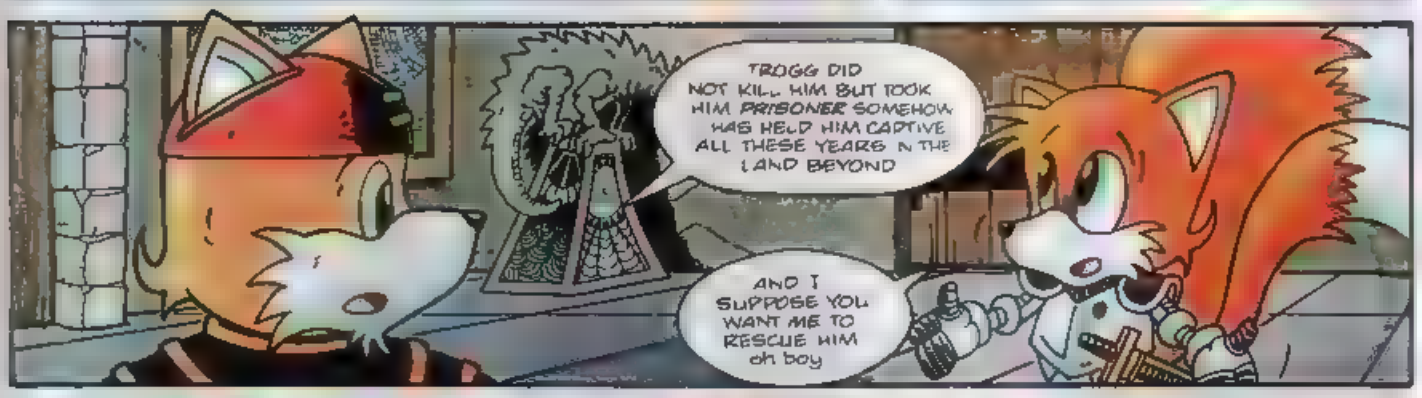

BUT AREN'T YOU TWO THE LAST OF THE ENCHANTERS? SHIROB VANISHED YEARS AGO
I REMEMBER BECAUSE I WAS STILL IN THIS ZONE THEN

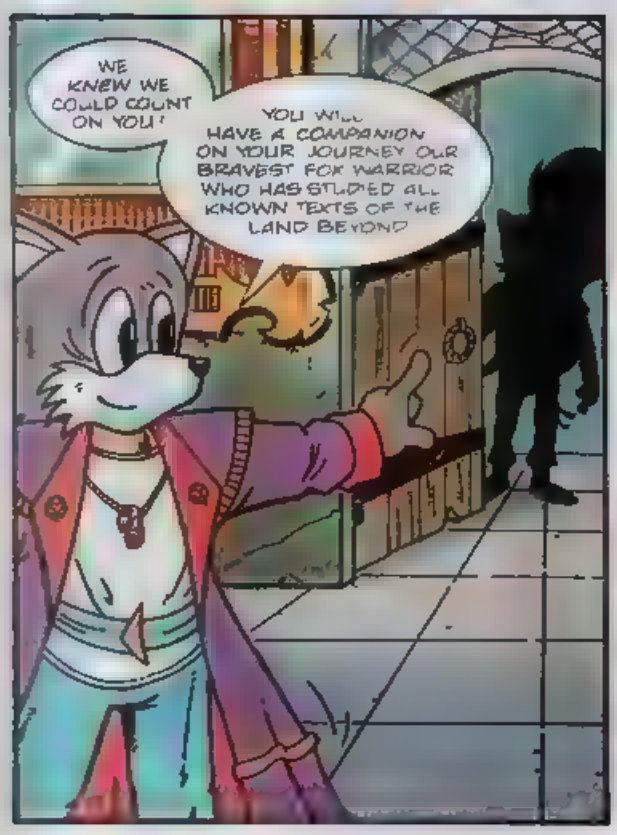
THAT IS TRUE. SHIROB VANISHED JUST BEFORE THE EVIL TROGG FIRST CAME TO OUR ZONE


WE EVENTUALLY DEFEATED TROGG AND FORCED HIM ACROSS THE DIMENSION BRIDGE BANISHING HIM TO THE LAND BEYOND

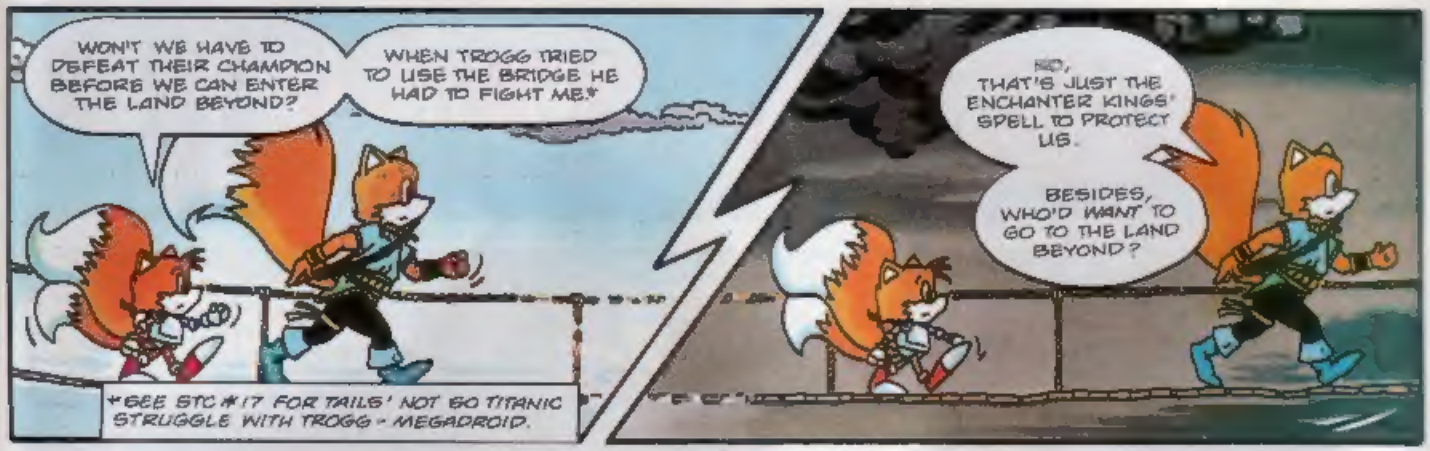

THERE HE REMAINS PLOTTING HIS REVENGE BUT SHIROB WAS NEVER BEEN AGAIN WE THOUGHT HE HAD BEEN MURDERED BY THE EVIL CREATURE

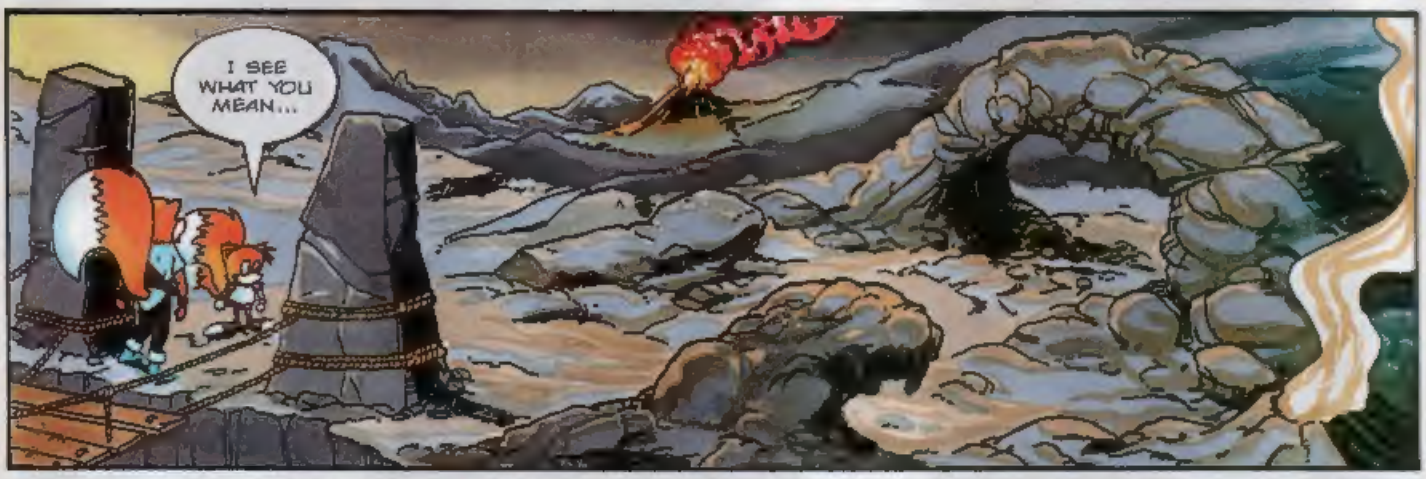

BUT NOW YOU'VE HEARD NEWS OF H M, HOW?
HIS FACE APPEARED IN THE MAGIC CRYSTAL OF COMMUNICATION, VERY FAINT BUT THE MESSAGE WAS CLEAR


TROGG DID NOT KILL HIM BUT TOOK HIM PRISONER SOMEHOW HAS HELD HIM CAPTIVE ALL THESE YEARS IN THE LAND BEYOND
AND I SUPPOSE YOU WANT ME TO RESCUE HIM oh boy


WE KNEW WE COULD COUNT ON YOU!
YOU WILL HAVE A COMPANION ON YOUR JOURNEY OUR BRAVEST FOX WARRIOR WHO HAS STUDIED ALL KNOWN TEXTS OF THE LAND BEYOND

MEET ERROL BLACKTHORN!
SO THIS IS THE FAMOUS MILES PROWER, HERO OF MOBIUS EH? SOMEHOW I THOUGHT YOU'D BE, WELL... BIGGER
THIS SHOULD BE INTERESTING


WON'T WE HAVE TO DEFEAT THEIR CHAMPION BEFORE WE CAN ENTER THE LAND BEYOND?
WHEN TROGG TRIED TO USE THE BRIDGE HE HAD TO FIGHT ME.*
*SEE STC #17 FOR TAILS' NOT SO TITANIC STRUGGLE WITH TROGG - MEGADROID.
NO, THAT'S JUST THE ENCHANTER KINGS' SPELL TO PROTECT US.
BESIDES, WHO'D WANT TO GO TO THE LAND BEYOND?


I SEE WHAT YOU MEAN...

OF COURSE, THAT DOESN'T MEAN THERE WON'T BE A WELCOMING COMMITTEE!
NEXT: FOX IN A FIX.

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Toothless but Happy

Dear STC,

I think your comic is great. I especially like the price because it means I can still buy my can of Cola and my American Hard Gums (I then devour them as I rack my brains over *Terminator* for the Master System). I also think that there should be some comic strips for girls, to encourage them to play Sega games.

Ben Hughes, Morayshire, Scotland.
Sonic Water Fun Game Winner.

Well, Ben, I'm so pleased that you are managing to rot your teeth whilst reading STC. That's what life's all about, eh? As for comic strips for girls . . . what did you have in mind? Barbie's Beauty Parlour - The Revenge.

Game Groupies

Dear STC,

I would be very interested to know if there are any plans for a Sonic Fan Club?

Donna Wright, Aberdeen, Scotland.
Sonic Water Fun Game Winner.

STC is the biggest Sonic Fan Club around. Do you need reminding that every fortnight there are reviews, news, plus occasional badges and posters. Wise up, Donna. What more could a home ask for?

Jurassic Sonic by Danny MacFarlane, London.
Sonic Water Fun Game Winner.

Pad-ded Sell

Dear STC,

Please can you tell me when the six button joypad is coming out?

Scott Reid, Montrose, Angus. MD Owner.
Sonic Water Fun Game Winner.

The joypad is available now, Scott, at a cost of £14.99, so check out your local Sega stockist.

De-Capped

Dear STC,

Why doesn't Decap Attack come out as a computer game?

Gavin Cooke, Rhondda, Mid Glamorgan.
Sonic Water Fun Game Winner.

Where have you been, Gavin? Decap was originally out on the Mega Drive some time ago.

Growing Zone

Dear STC,

I think it's great how you can turn Sega game characters into comic strips. I particularly like *Sonic* and *Decap Attack*. Could you also make a map of Mobius and include all the zones together with Knothole Village? (I read about this in the U.S. comic).

Keith Webb, Leicester. MD, GG, & MS Owner.
Sonic Water Fun Game Winner.

Not a bad idea, Keith. However, the reason the humes-who-think-they're-in-charge haven't done this, is because the number of Zones keeps growing with each new Sonic game.

All dressed up with nowhere to go. Euan fails to see the funny side.

Euan Ogilvie, Carluke, Lanarkshire. Sonic Water Fun Game Winner.

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GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

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